

What Is Claimed Is:

- 1 1. A web-based computer system for animating text, the computer
2 system comprising:
3 a web browser, the web browser including
4 a form for entering a text, the text including a plurality of
5 characters;
6 one or more icons for representing behaviors for the text;
7 a web server, the web server coupled to a text animation engine,
8 the text animation engine including an object-oriented data
9 structure for representing the text, such that the object-oriented
10 data structure includes a plurality of objects, wherein each
11 character in the text is represented by an object in the plurality
12 of objects.
- 1 2. The computer system of claim 1, wherein the web browser
2 resides on a cellular phone.
- 1 3. The computer system of claim 1, wherein the web browser
2 resides on an electronic personal digital assistant.
- 1 4. The computer system of claim 1, wherein the web browser
2 resides on a web pad, the web pad further comprising a wireless
3 device capable of accessing web pages.

1 5. The computer system of claim 1, wherein an icon from the one
2 or more icons may be dragged onto a token for an object
3 representing a character in the text, such that a behavior
4 represented by the icon is transferred to the object.

1 6. The computer system of claim 1, wherein two or more icons may
2 be dragged onto a token for an object representing a character in
3 the text, such that behaviors represented by the two or more
4 icons are transferred to the object.

1 7. The computer system of claim 1, wherein an icon for a behavior
2 may be dragged onto two or more tokens, wherein each of the
3 two or more tokens represents an object from the plurality of
4 objects, such that the behavior is transferred to each of the
5 objects.

1 8. A method of animating a text sequence by use of a web browser,
2 the method comprising:
3 entering a text sequence into a form on the web browser, the text
4 sequence comprising an ordered sequence of characters;
5 creating a plurality of objects in a server coupled to the Internet,
6 wherein each character in the sequence of characters is
7 represented by an object in the plurality of objects;

8 displaying one or more icons on the web browser, wherein the
9 one or more icons represent potential behaviors for the plurality
10 of objects.

1 9. The method of claim 8, further comprising:
2 dragging a first icon from the plurality of icons onto a first token
3 for a first object in the plurality of objects, wherein the first
4 object corresponds to a first character in the sequence of
5 characters, such that a first behavior represented by the first icon
6 is transferred to the first object.

1 10. The method of claim 9, further comprising:
2 dragging a second icon from the plurality of icons onto the first
3 token, wherein a second behavior represented by the second icon
4 is transferred to the first object.

1 11. The method of claim 10, wherein the first behavior is rotation.

1 12. The method of claim 11, wherein the second behavior is motion
2 along a path.

1 13. The method of claim 9, wherein the first behavior is
2 automatically applied to a second object, wherein the second
3 object corresponds to a second character in the sequence of
4 characters.

1 14. A method of watermarking a sequence of animated text, the
2 method comprising:

1 16. The method of claim 15, further comprising:
2 morphing the start character into the end character according to
3 the inter-morphing sequence for the start character and the end
4 character.

1 17. The method of claim 15, wherein the data structure is used as a
2 default for a second font family.

1 18. A method of generating a motion-blur effect in an animated text
2 character, wherein the animated character is displayed in a
3 sequence of frames on a computer screen, the method
4 comprising:

5 selecting a frame from the sequence of frames;
6 taking a plurality of sample images for the frame;
7 selecting a display feature of the text character for blurring over
8 the plurality of sample images;
9 averaging the display feature over the plurality of sample
10 images;
11 displaying the text character in the frame with the averaged
12 feature.

1 19. The method of claim 18, wherein the display feature is an RGB
2 value of pixels in the plurality of samples.

1 20. The method of claim 18, wherein the display feature is an HLS
2 value of pixels in the plurality of samples.

1 21. The method of claim 18, wherein the display feature is an HIV
2 value of pixels in the plurality of samples.

1 22. The method of claim 18, wherein the display feature is a color
2 model of pixels in the plurality of samples.

1 23. A method of generating a motion blur effect in an animated text
2 sequence, the text sequence including a plurality of characters,
3 wherein the animated text sequence is displayed in a sequence of
4 frames on a computer display and the computer display is
5 coupled to an animation server, the method comprising:
6 creating a first object on the animation server, the first object
7 storing a first character in the plurality of characters;
8 creating a second object on the animation server, the second
9 object storing a second character in the plurality of characters;
10 blurring the first character on the display, wherein the first
11 character is blurred by a blurring function contained in the first
12 object.

1 24. The method of claim 23, wherein the second character is not
2 blurred.

1 25. The method of claim 24, wherein the first character is blurred to
2 a degree proportional to its velocity.

1 26. The method of claim 25, wherein the first character is blurred in
2 a direction corresponding to its path.